



# SENRAKAGURA

Bon Appétit!

Full Course

## Instruction Manual

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## **WARNING: PHOTSENSITIVITY / EPILEPSY / SEIZURES**

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your doctor before playing.

IMMEDIATELY DISCONTINUE use and consult your doctor before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness • eye or muscle twitches • disorientation • any involuntary movement
- altered vision • loss of awareness • seizures or convulsion.

**RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR DOCTOR.**

## **Use and handling of video games to reduce the likelihood of a seizure**

- Use in a well-lit area and keep as far a way as possible from the screen.
- Avoid prolonged use of the PS Vita system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.



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### About Saving Data:

You can save your game progress and/or changes to the settings at certain points: after a cooking battle, after using the Dressing Room or after changing the settings.





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## Characters (1)

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**Yagyū**

Voice: Kaori Mizuhashi

**Katsuragi**

Voice: Yu Kobayashi

**Asuka**

Voice: Hitomi Harada

**Hibari**

Voice: Yuka Iguchi

**Ikaruga**

Voice: Asami Imai





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## Characters (2)

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**Mirai**

Voice: Saori Goto

**Haruka**

Voice: Megumi Toyoguchi

**Hikage**

Voice: Ryoko Shiraishi

**Homura**

Voice: Eri Kitamura

**Yomi**

Voice: Ai Kayano



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## Characters (3)

**Shiki**

Voice: Ayano Yamamoto

**Yozakura**

Voice: Kaori Ishihara

**Yumi**

Voice: Yumi Hara

**Murakumo**

Voice: Hisako Kanemoto

**Minori**

Voice: Hiromi Igarashi



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## Characters (4)

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Murasaki

Voice: Sayuri Yahagi

Miyabi

Voice: Hiromi Hirata

Ryōna

Voice: MAKO

Imu

Voice: Chiwa Saito

Ryōbi

Voice: Yoko Hikasa





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## Basic Controls

Letters in red are controls for cooking battles (PP. 14-17).





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## Menu (1)



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When you launch the game, you'll see seven menus to choose from. Among them, you can play cooking battles in these three modes below (PP. 15-17):

### Story Mode

Choose a shinobi girl and fight in a series of cooking battles to experience her own personal story.



### Arcade Mode

Fight against six shinobi girls. Which girls you'll face depends on the difficulty. Your score will be uploaded to the Honor Roll (P. 21).



### Free Mode

Choose your opponent and hone your cooking skills on your own terms.





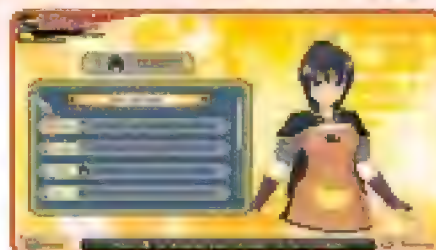
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## Menu (2)

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Check out these four modes below to view information about the game, customize characters' outfits or change the settings.

### Dressing Room (P. 18)



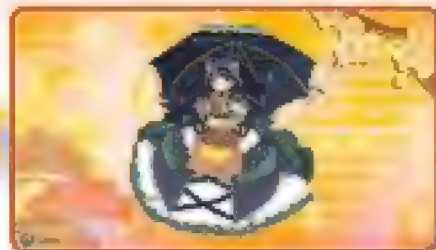
Customize your selected character's outfit, then display her in full screen mode.

### Settings (P. 20)



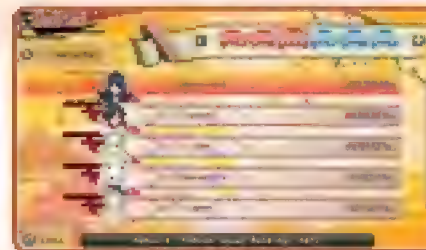
Adjust the volume for in-game music, sound effects and voices, as well as toggle the subtitles for Hanzō and the Dressing Room.

### Library (P. 19)



View pictures and movies or listen to music you've unlocked through gameplay.

### Honor Roll (P. 21)



View the online rankings for the Arcade Mode.



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## How to Cook



A cooking battle consists of the following steps:

### Select Character/ Difficulty

Choose a character to use  
and the difficulty to play.



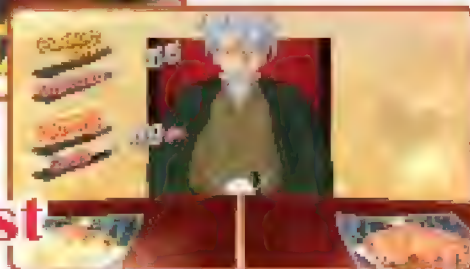
When a button icon appears,  
press the indicated button in time  
with the music.

### Cooking Battle



### Taste Test

There are two taste tests in the middle  
of a match. If you lose a taste test, you'll  
also lose at least one article of clothing.



### Final Judgment

When cooking time ends, the  
final judgment will be made,  
depending on each dish's  
deliciousness and size. If you  
take the lead in both taste tests  
and win the match, something  
awesome might happen...





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## Cooking Battles: Screen

In a cooking battle, button icons will appear in time with the music. Press the indicated buttons on beat to cook well.

### Battle Gauge

When a song ends, whoever has the longer gauge is the victor.

### Combo Meter (P. 16)

### Ninja Star

When an icon overlaps the Ninja Star, press the button the icon indicates.

### Ninja Art Gauge

When the gauge fills up, you can perform a Ninja Art (P. 16).



### Icons (P. 15)

Icons flow from right to left.



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## Cooking Battles: Cooking with Style

In a cooking battle, your accuracy affects how tasty your dish will be.



### About Icons

Depending on the icon, the button to push will vary. Also, there are three ways to push buttons.

  button     button     button     button  
 up button    down button  
 left button    right button    Any button



Press the button the icon indicates.



Press and hold the button while the line is overlapping.



Mash the button as many times as the number indicates.



### About Accuracy

Depending on your timing, you'll earn one of four ratings for each button press. The better your accumulated ratings, the better the food tastes.

Good

*Perfect!!*

*Great!*

*Fine*

*Bad...*

Bad



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## Cooking Battles: How to Make a Super Dish

In a cooking battle, combo hits affect how big the dish will be.



### About Combo Hits

If you keep hitting icons, you'll achieve combo hits. Keep hitting the icons in time with the music to rack up more combo hits, but if you score a "Bad" on any icon, you'll reset your Combo Meter to 0. Your highest number of combo hits will affect the size of the dish.



### Perform a Ninja Art

By hitting icons perfectly, you can build up the "Ninja Art gauge." Once the gauge is filled up, you can perform a "Ninja Art" by pressing **L** or **R**. You'll score higher while the Ninja Art is in effect, and more combo hits will earn you even more bonus points. But watch out; one wrong move will end the effect.





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## Cooking Battles: How a Match is Decided

Two factors determine the winner of a cooking battle: Size and deliciousness.




### Taste Test and Judgment

A cooking battle is divided into three parts. When each part ends, Hanzō will judge the quality of each dish. You'll know who's ahead then, because the runner-up will get her outfit shredded. At the end of the third part, Hanzō's judgment will determine the winner.



### Score Screen

After Hanzō's final judgment, proceed to the Score screen to view the score of the match, the high score, most combo hits, score breakdown and overall grade. Once you've seen it all, press  to end the cooking battle.





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## Dressing Room



• Cooking •

In the Dressing Room, you can swap out your selected character's clothing and accessories and view your character freely.






### Change Outfits

Choose a character and select an item you want to change. Press the START button to register the current set as a favorite so you can put it on at a moment's notice! (You can register up to 25 favorites.)



### Viewer Mode

Press  to display the selected character in full screen mode (allowing for "enhanced interaction" with that character). You can view the selected character horizontally or vertically by pressing the  or  button. You can choose one of three button settings here by pressing SELECT. For details on those button settings, see the actual screen in the game.



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## Library



• Cooking •

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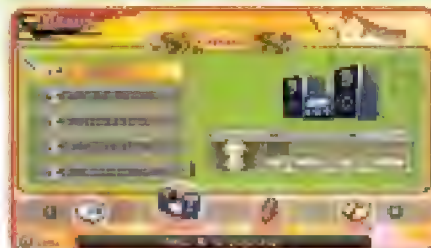
In the Library, you can view pictures, movies and so on. Press the **L** or **R** button to change categories.

### Pics



View pictures and movies you've unlocked. Select whatever you like.

### Music



Play music. Also, while you're in the Library, you can keep playing a song you select in the background.

### Voices



Listen to characters' voices. Select a character and a line to play.

### Score



View various data records, such as your total points or how many songs you've cleared.



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## Settings



● Cooking ●

In Settings, you can adjust the volume for in-game music, sound effects and voices. Use the left stick or directional buttons to highlight options and change the settings.



### Adjustable Settings

BGM Volume	Adjust the volume for in-game music.
SE Volume	Adjust the volume for sound effects.
Voice Volume	Adjust the volume for voices.
SE Select	Change the sound effect for when you hit icons in Cooking Battles.
Cooking Voice	Turn on/off characters' voices during Cooking Battles.
Hanzō's Comments	Turn on/off the subtitles for Hanzō's comments.
Dressing Room	Turn on/off the girls' subtitles in the Dressing Room.
Auto Save	If you turn on Auto Save, the game progress will be saved automatically at certain points during gameplay.



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## Honor Roll



• Cooking •

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The Honor Roll lets you compare your highest score from Arcade Mode with those of other players.



### Honor Roll Screen

You can scroll up and down with the left stick. Press the button to see where you are in the rankings.



#### Ranking Category

Rankings are categorized by difficulty and by school. Press or to change categories.

#### Player Information

View players' scores, chosen characters, and PSN IDs. Select any player you like and press to see their details.



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## CUSTOMER SUPPORT

For customer support and technical support questions,  
e-mail [support@xseedgames.com](mailto:support@xseedgames.com)





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For more information on this game,  
please visit,

[www.xseedgames.com](http://www.xseedgames.com)  
[www.marvelous-usa.com](http://www.marvelous-usa.com)



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## PRECAUTIONS FOR USE

- Keep the PlayStation® Vita game card out of the reach of small children to help prevent accidental swallowing.
- This game card is for use only with the PlayStation® Vita system. Use of this game card with other devices may damage the device or the game card.
- Do not touch the game card terminals with your hands or with metal objects.
- Do not allow the game card to come into contact with liquids. Do not bend or drop the game card or otherwise expose it to strong physical impact.
- Never disassemble or modify the game card.





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## PRECAUTIONS FOR USE

Do not use or store the game card in the following locations or under the following conditions:

- In a car with the windows closed (particularly in summer)/in direct sunlight/near heat sources
- In high humidity or corrosive environments.
- Be sure to insert the game card in the proper orientation.

The data on the game card may be lost or corrupted in the following situations:

- If the game card is removed from the system or if the system power is turned off while data is being read from or written to the game card.
- If the game card is used where it can be affected by static electricity or electrical noise.

If, for any reason, data loss or corruption occurs, it is not possible to recover the data. Backing up data regularly is recommended. Sony Interactive Entertainment Inc. and its subsidiaries and affiliates will not be held liable for any damages or injury in the case of data loss or corruption.





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## GAME CARD FCC NOTICE – PART 1

This device complies with Part 15 of the FCC Rules.

Operation is subject to the following two conditions:

- (1) this device may not cause harmful interference, and
  - (2) this device must accept any interference received, including interference that may cause undesired operation
- This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications.



## GAME CARD FCC NOTICE – PART 2

- However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:
- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

You are cautioned that any changes or modifications not expressly approved in this manual could void your authority to operate this equipment.

This Class B digital apparatus complies with Canadian ICES-003.

Cet appareil numérique de la classe B est conforme à la norme NMB-003 du Canada.



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Online features require an account and are subject to terms of service  
and applicable privacy policy ([playstationnetwork.com/terms-of-service](https://playstationnetwork.com/terms-of-service)  
& [playstationnetwork.com/privacy-policy](https://playstationnetwork.com/privacy-policy)).